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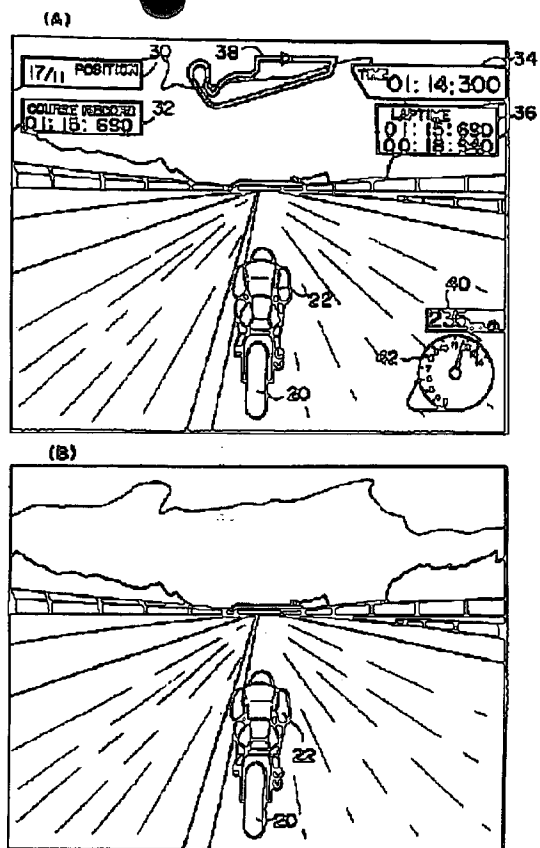
APPLICATION DATE : 18-03-99  
APPLICATION NUMBER : 11073792

APPLICANT : NAMCO LTD;

INVENTOR : OUCHI SATOSHI;

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TITLE : GAME DEVICE AND INFORMATION  
STORING MEDIUM



ABSTRACT : PROBLEM TO BE SOLVED: To respond to the desire of players of a wide range.

SOLUTION: An overlay display matter such as a position 30, a course guide 38, a speed meter 40 and the like are overlapped to a game image to be displayed. By the operation of a player by means of a selection button, the display and non-display state of the overlay display matter can be switched. A plurality of overlay display matters can be also optionally partially displayed. By the operation of the player by means of a transparency adjustment lever, the transparency of the overlay display matter can be gradually or continuously varied. By the operation of the player by means of the selection button, the kinds of the overlay display matters can be switched, for example, from a first cockpit to a second cockpit. In a case when an image having a self-autobicycle 20 and a player character 22 in a field of view is generated, the transparency of the self-autobicycle 20 and the player character 22 is gradually or continuously varied by the operation of the player by means of the transparency adjustment lever.

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